

Publication List of Per H. Christensen

Computer graphics

Proceedings



Per H. Christensen and Daniel Cohen-Or, editors.
Rendering Techniques 2003 (Proceedings of the Eurographics Symposium on Rendering 2003).
Eurographics / ACM, June 2003.

Dissertation



Per H. Christensen.
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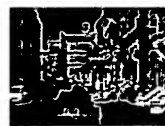
Journal articles, conference papers, course notes, etc.



Per H. Christensen.
The Brick Map as Geometric Primitive.
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Point-Based Approximate Ambient Occlusion and Color Bleeding.
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Pixar, Emeryville, California, November 2005.



Per H. Christensen and Dana Batali.
"An Irradiance Atlas for Global Illumination in Complex Production Scenes".
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Per H. Christensen.
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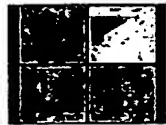


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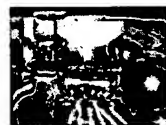


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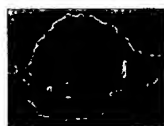
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Proceedings of the Fourth Eurographics Workshop on Rendering, pages 95-104.
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Images



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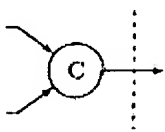
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"Determining the Shape of Multi-Colored Dichromatic Surfaces using Color Photometric Stereo".

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VLSI design



Henrik Hulgaard, Per H. Christensen, and Jørgen Staunstrup.

"Synthesis of Delay Insensitive Circuits from Verified Programs".

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